Listing of Claims

1 – 22. (Cancelled)

23. (Currently Amended)   A method for use with a gaming machine having manually operable selectors, the method comprising:

generating a plurality of award sets, each of which comprises a plurality of outcomes,

each of the outcomes being either an integer having a positive value or a non-winning outcome having no value, and

each of said award sets having at least one of said outcomes being an integer of positive value;

wherein a total number of the integers having a positive value in any one of the award sets is not equal to a total number of the integers having a positive value in any other of the award sets, and

wherein a sum total of the positive value for all integers in any one of the award sets is equal to a sum total of the positive value for all integers in any other of the award sets;

for each of a plurality of said selectors, designating one of said award sets to one of said plurality of selectors;

displaying said designated award sets;

selecting one of the displayed designated award sets [[set]] corresponding to one selector in response to player operation of said one selector;

after said selecting one of the displayed designated award sets, selecting by said gaming machine an outcome from said one displayed designated award set;

when the selected outcome is one of [[a]] said ~~integer~~ total number of the integers having a positive value, awarding game play credits; and

wherein the awarded game play credits have a value that is equal to the positive value of the integer selected from the selected displayed award set.

24. (Previously Presented)   The method as claimed in claim 23, further comprising:

designating a further one of said award sets to another one of said selectors;

selecting said further one award set in response to operation of said another one selector;

selecting a further outcome from said further one award set; and

when the selected further outcome is a said positive value integer, awarding further game play credits, wherein the further game play credits have a value that is equal to the positive value of the further integer.

25. (Cancelled)

26. (Previously Presented)   The method as claimed in claim 23, wherein the highest value positive integer of one of the award sets is at least twice as large as the highest value positive integer of another of the award sets.

27. (Previously Presented)   The method as claimed in claim 26, wherein the number of integers is equal for each of the award sets.

28. (Previously Presented)   The method as claimed in claim 27, wherein within at least one of the award sets there is at least a factor of four difference between the highest and lowest values of said positive value integers.

29. (Previously Presented)   The method as claimed in claim 27, wherein one only of the award sets has a single positive value integer.

30. (Previously Presented)   The method as claimed in claim 29, wherein one only of the award sets has no said non-winning outcomes.

31. (Currently Amended)   A gaming machine comprising an electronic game controller comprising a program, a player interface having selectors operable by a player and a display, wherein the program causes the electronic game controller to:

maintain a plurality of award sets each of which comprises a plurality of outcomes,

each of said award sets corresponding to respective ones of said selectors,

each of the outcomes being either an integer having a positive value or a non-winning outcome having no value, and

each of said award sets having at least one of said outcomes being an integer of positive value;

wherein a total number of the integers having a positive value in any one of the award sets is not equal to a total number of the integers having a positive value in any other of the award sets, and

wherein a sum total of the positive value for all integers in any one of the award

sets is equal to a sum total of the positive value for all integers in any other

of the award sets;

display said award sets;

select [[said]] one displayed award set corresponding to said one selector responsive to

player operation of said one selector;

after one of said displayed award sets has been selected, select an outcome from said one

displayed award set; and

when the selected outcome is one of [[a]] said ~~integer~~ total number of the integers having

a positive value, award game play credits and

wherein the awarded game play credits have a value that is equal to the positive value of

the integer selected from said selected displayed award set.

32. (Previously Presented)   The gaming machine as claimed in claim 31, wherein the program

further causes the electronic game controller to:

maintain a further one of said award sets corresponding to another one of said selectors;

select said further one award set corresponding to said another one selector responsive to

operation of said another one selector;

select a further outcome from said further one award set; and

when the further outcome is a said positive value integer, award further game play

credits, wherein the further game play credits have a value that is equal to the positive value of

the further integer.

33. (Cancelled)

34. (Previously Presented)   The gaming machine as claimed in claim 31, wherein the highest value positive integer of one of the award sets is at least twice as large as the highest value positive integer of another of the award sets.

35. (Previously Presented)   The gaming machine as claimed in claim 34, wherein the number of integers is equal for each of the award sets.

36. (Previously Presented)   The gaming machine as claimed in claim 35, wherein within at least one of the award sets there is at least a factor of four difference between the highest and lowest values of said positive value integers.

37. (Previously Presented)   The gaming machine as claimed in claim 36, wherein one only of the award sets has a single said positive value integer.

38. (Previously Presented)   The gaming machine as claimed in claim 37, wherein one only of the award sets has no said non-winning outcomes.

39 – 42. (Cancelled)

43. (New)   A method according to claim 23 wherein said total number of integers is one.

44. (New)   The gaming machine as claimed in claim 31 wherein said total number of integers is one.